



Issued Date: Mar. 31, 2008 Model No.: N154I6-L02

Preliminary

TFT LCD Preliminary Specification

MODEL NO.: N154I6-L02 (Without Converter)

Customer :	
Approved by :	_
Note:	ļ

記錄	工作	審核	角色	投票
2008-04-07 17:32:06 CST	PMMD Director	cs_lee(李志聖 /56510/44926)	Director	Accept





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REVISION HISTORY

Version	Date	Page (New)	Section	Description
Ver 1.0	Mar.31, 2008	All	All	Preliminary specification first issued.





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1. GENERAL DESCRIPTION

1.1 OVERVIEW

N154l6-L02 is a 15.4" TFT Liquid Crystal Display module with LED Backlight unit and 30 pins LVDS interface. This module supports 1280 x 800 Wide-XGA mode and can display 262,144 colors. The optimum viewing angle is at 6 o'clock direction.

1.2 FEATURES

- WXGA (1280 x 800 pixels) resolution.
- VESA standard LED model.
- 3.3V LVDS (Low Voltage Differential Signaling) interface with 1 pixel/clock

1.3 APPLICATION

- TFT LCD Notebook

1.4 GENERAL SPECIFICATIONS

Item	Specification	Unit	Note
Active Area	331.2 (H) x 207.0 (V) (15.4" diagonal)	mm	(1)
Bezel Opening Area	335 (H) x 211.1 (V)	mm	(1)
Driver Element	a-si TFT active matrix	-	-
Pixel Number	1280 x R.G.B. x 800	pixel	-
Pixel Pitch	0.2588 (H) x 0.2588 (V)		-
Pixel Arrangement	xel Arrangement RGB vertical stripe		-
Display Colors	isplay Colors 262,144		-
Transmissive Mode	Normally white		-
Surface Treatment	Hard coating (3H), Anti-glare		-

1.5 MECHANICAL SPECIFICATIONS

	tem	Min.	Тур.	Max.	Unit	Note
	Horizontal(H)	343.5	344.0	344.5	mm	
Module Size	Vertical(V)	221.5	222.0	222.5	mm	(1)
	Thickness(T) -		5.9	6.2	mm	
W	/eight	-	515	530	g	

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.





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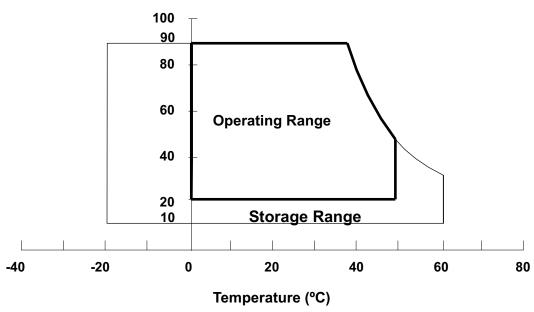
2. ABSOLUTE MAXIMUM RATINGS

2.1 ABSOLUTE RATINGS OF ENVIRONMENT

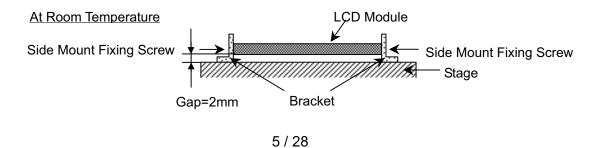
Item	Symbol	Va	Unit	Note		
item	Syllibol	Min.	Max.	Offic	Note	
Storage Temperature	T _{ST}	-20	+60	°C	(1)	
Operating Ambient Temperature	T _{OP}	0	+50	°C	(1), (2)	
Shock (Non-Operating)	S _{NOP}	-	220/2	G/ms	(3), (5)	
Vibration (Non-Operating)	V_{NOP}	-	1.5	G	(4), (5)	

- Note (1) Temperature and relative humidity range is shown in the figure below.
 - (a) 90 %RH Max. (Ta <= 40 °C).
 - (b) Wet-bulb temperature should be 39 °C Max. (Ta > 40 °C).
 - (c) No condensation.
- Note (2) The temperature of panel surface area should be 0 °C min. and 60 °C max.

Relative Humidity (%RH)



- Note (3) 1 time for ± X, ± Y, ± Z. for Condition (220G / 2ms) is half Sine Wave,.
- Note (4) 10~500 Hz, 30 min/cycle, 1cycle for X,Y,Z-axis.
- Note (5) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture. The fixing condition is shown as below:







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2.2 ELECTRICAL ABSOLUTE RATINGS

2.2.1 TFT LCD MODULE

Item	Symbol	Va	lue	Unit	Note	
item	Symbol	Min.	Max.	Offic	Note	
Power Supply Voltage	Vcc	-0.3	+4.0	V	(1)	
Logic Input Voltage	V _{IN}	-0.3	Vcc+0.3	V	(1)	

2.2.2 BACKLIGHT UNIT

Item	Value	Э	Unit	Note	
item	Min	Max.	Offic	Note	
LED Light Bar Input Voltage	24	27.2	V_{DC}		
LED Light Bar Input Current	114	150	mA_{DC}	(1), (2)	
LED Peak Pulse Current		100	mA _{DC}		

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for LED (Refer to Section 3.2 for further information).





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3. ELECTRICAL CHARACTERISTICS

3.1 TFT LCD MODULE

Ta = 25 ± 2 °C

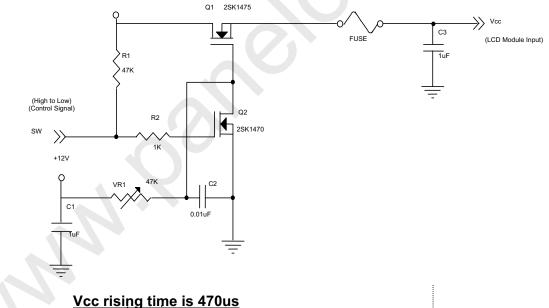
Parameter		Symbol	Value			Unit	Note	
r arameter		Symbol	Min.	Тур.	Max.	Offic	Note	
Power Supply Voltage	Vcc	3.0	3.3	3.6	V	-		
Ripple Voltage		V_{RP}	-	-		mV	-	
Rush Current		I _{RUSH}	-	-	1.5	Α	(2)	
Initial Stage Current		I _{IS}	-	-	1.0	Α	(2)	
Dower Supply Current	White	loo	-	320	-	mA	(3)a	
Power Supply Current	Black	Icc	-	380	480	mA	(3)b	
LVDS Differential Input High Threshold		V _{TH(LVDS)}	-	-	+100	mV	(5), V _{CM} =1.2V	
LVDS Differential Input Low Threshold		V _{TL(LVDS)}	-100	-	-	mV	(5) V _{CM} =1.2V	
LVDS Common Mode Voltage		V_{CM}	1.125	-	1.375	V	(5)	
LVDS Differential Input Voltage		V _{ID}	100	-	600	mV	(5)	
Terminating Resistor	R _T	-	100	-	Ohm	-		
Power per EBL WG		P _{EBL}	-	TBD		W	(4)	

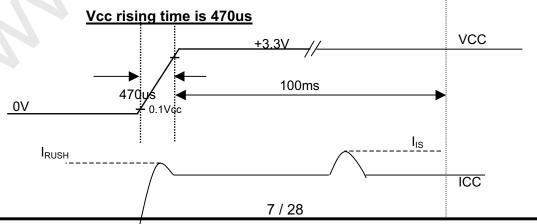
The ambient temperature is $Ta = 25 \pm 2$ °C.

Note (2) I_{RUSH}: the maximum current when VCC is rising

I_{IS}: the maximum current of the first 100ms after power-on

Measurement Conditions: Shown as the following figure. Test pattern: black. $_{^{\scriptscriptstyle +3.3 \text{V}}}$



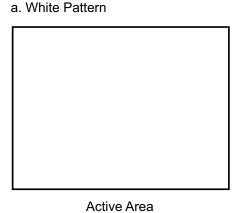




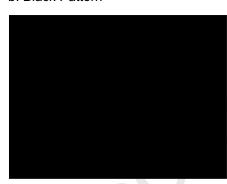
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Note (3) The specified power supply current is under the conditions at Vcc = 3.3 V, Ta = 25 ± 2 °C, DC Current and f_v = 60 Hz, whereas a power dissipation check pattern below is displayed.



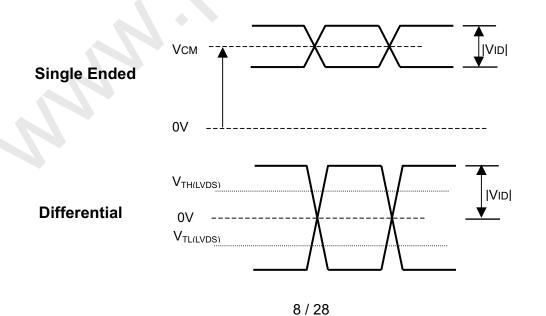
b. Black Pattern



Active Area

- Note (4) The specified power are the sum of LCD panel electronics input power and the converter input power. Test conditions are as follows.
 - (a) Vcc = 3.3 V, $Ta = 25 \pm 2 \,^{\circ}\text{C}$, $f_v = 60 \text{ Hz}$,
 - (b) The pattern used is a black and white 32 x 36 checkerboard, slide #100 from the VESA file "Flat Panel Display Monitor Setup Patterns", FPDMSU.ppt.
 - (c) Luminance: 60 nits.
 - (d) The converter used is provided from Sumida. Please contact them for detail information. CMO doesn't provide the converter in this product.

Note (5) The parameters of LVDS signals are defined as the following figures.







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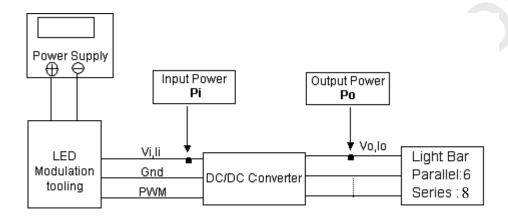
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3.2 BACKLIGHT UNIT

Ta = 25 ± 2 °C

Doromotor	Cymbol		Value	l loit	Note	
Parameter	Symbol	Min.	Min. Typ. Max.			
LED light bar input voltage	Vo	24	25.6	27.2	V_{DC}	(1), (Duty 100%)
LED light bar input current	Io	114	120	150	mA _{DC}	(1), (Duty 100%)
LED Current Peak	I_{f}	-	-	80	mA_{DC}	Per EA
Power Consumption	Po	2.88	3.07	3.26	W	(2) , $I_L = 120 \text{ mA}$
LED Life Time	L _{LED}	(12000)	-	-	Hrs	(3)

Note (1) LED current is measured by utilizing a high frequency current meter as shown below:



Note (2) $P_0 = I_0 \times V_0$

Note (3) The lifetime of LED is defined as the time when it continues to operate under the conditions at Ta = 25 ± 2 °C and I = 20 mA(Per EA) until the brightness becomes $\leq 50\%$ of its original value.



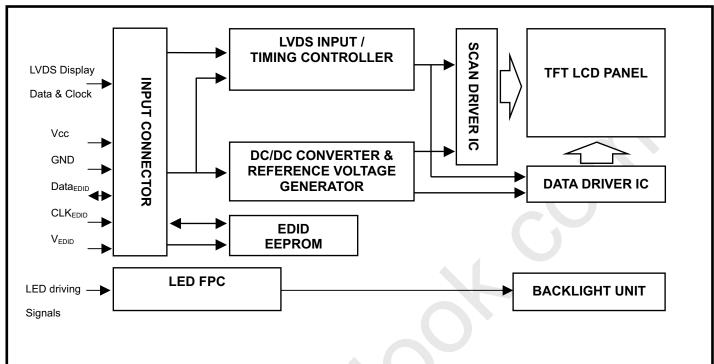


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4. BLOCK DIAGRAM

4.1 TFT LCD MODULE





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5. INPUT TERMINAL PIN ASSIGNMENT

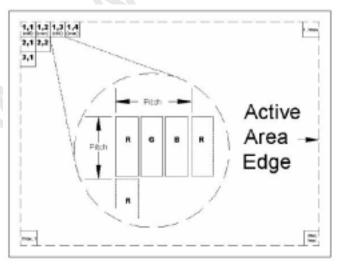
5.1 TFT LCD MODULE

Pin	Symbol	Description	Polarity	Remark
1	Vss	Ground		
2	Vcc	Power Supply +3.3 V (typical)		
3	Vcc	Power Supply +3.3 V (typical)		
4	V_{EDID}	DDC 3.3V Power		DDC 3.3V Power
5	NC	Non-Connection		
6	CLK _{EDID}	DDC Clock		DDC Clock
7	DATA _{EDID}	DDC Data		DDC Data
8	Rxin0-	LVDS Differential Data Input	Negative	R0~R5,G0
9	Rxin0+	LVDS Differential Data Input	Positive	
10	Vss	Ground		
11	Rxin1-	LVDS Differential Data Input	Negative	G1~G5, B0, B1
12	Rxin1+	LVDS Differential Data Input	Positive	
13	Vss	Ground		
14	Rxin2-	LVDS Differential Data Input	Negative	B2~B5, DE, Hsync, Vsync
15	Rxin2+	LVDS Differential Data Input	Positive	
16	Vss	Ground		
17	CLK-	LVDS Clock Data Input	Negative	LVDS Level Clock
18	CLK+	LVDS Clock Data Input	Positive	LVD3 Level Clock
19	Vss	Ground		
20	NC	Non-Connection		
21	NC	Non-Connection		
22	Vss	Ground		
23	NC	Non-Connection		
24	NC	Non-Connection		
25	Vss	Ground		
26	NC	Non-Connection		
27	NC	Non-Connection		
28	Vss	Ground		
29	NC	Non-Connection		
30	NC	Non-Connection		

Note (1) Connector Part No.: HRS MDF76KBW-30S-1H(58) or equivalent

Note (2) User's connector Part No: FI-X30M or equivalent

Note (3) The first pixel is odd as shown in the following figure.



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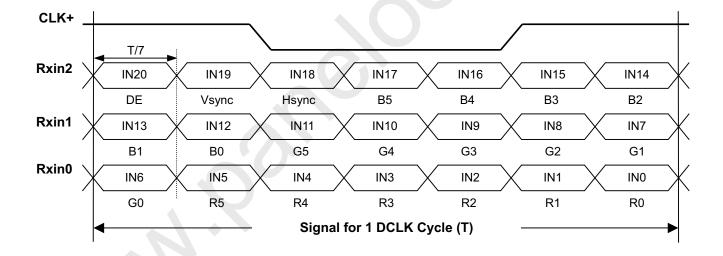
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5.2 BACKLIGNT FPC PIN ASSIGNMENT

Pin	Symbol	Description
1	V_L	LED Light-bar Input Power
2	V _L	LED Light-bar Input Power
3	V_L	LED Light-bar Input Power
4	NC	No connection
5	CH1	Light-bar Feedback Channel 1
6	CH2	Light-bar Feedback Channel 2
7	CH3	Light-bar Feedback Channel 3
8	CH4	Light-bar Feedback Channel 4
9	CH5	Light-bar Feedback Channel 5
10	CH6	Light-bar Feedback Channel 6
11	CH7	Light-bar Feedback Channel 7
12	CH8	Light-bar Feedback Channel 8

Note (1) User's connector Part No: Starconn 089H12-000000-G2-R or equivalent.

5.3 TIMING DIAGRAM OF LVDS INPUT SIGNAL







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5.4 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color. The higher the binary input the brighter the color. The table below provides the assignment of color versus data input.

		Data Signal																	
Color		Red					Green				Blue								
		R5	R4	R3	R2	R1	R0	G5	G4	G3	G2	G1	G0	B5	B4	B3	B2	B1	B0
	Black	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Green	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
Basic	Blue	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1
Colors	Cyan	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	1
	Magenta	1	1	1	1	1	1	0	0	0	0	0	0	1	1	1	1	1	1
	Yellow	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	Ö	0	0
	White	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	Red(0)/Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red(1)	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
Gray	Red(2)	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0
Scale	:	:	:	:	:	:	:	:	:	:			:	•	:	:	:	:	:
Of	:	:	:	:	:	:	:	:	:	:	:			:	:	:	:	:	:
Red	Red(61)	1	1	1	1	0	1	0	0	0	0	0	0	0	0	0	0	0	0
	Red(62)	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0
	Red(63)	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0
	Green(0)/Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Green(1)	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
Gray	Green(2)	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0
Scale	i i	:	:	:	:	:				:	:	:	:	:	:	:	:	:	:
Of	:	:	:	:	:	:		: 1		:	:	:	:	:	:	:	:	:	:
Green	Green(61)	0	0	0	0	0	0	1	1	1	1	0	1	0	0	0	0	0	0
	Green(62)	0	0	0	0 4	0	0	1	1	1	1	1	0	0	0	0	0	0	0
	Green(63)	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	0
	Blue(0)/Dark	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Blue(1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
Gray	Blue(2)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0
Scale	l `´:	:		:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Of	:	:			:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Blue	Blue(61)	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	0	1
	Blue(62)	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	0
	Blue(63)	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1

Note (1) 0: Low Level Voltage, 1: High Level Voltage





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5.5 EDID DATA STRUCTURE

The EDID (Extended Display Identification Data) data formats are to support displays as defined in the VESA Plug & Display and FPDI standards.

VES	SA Plug	& Display and FPDI standards.		
Byte	Byte	Field Name and Comments	\/alua/bay\	Valua (bin amı)
#(decimal		Header	Value(hex) 00	Value(binary) 00000000
1	1	Header	FF	11111111
2			FF	11111111
2 3	3	Header Header	FF	11111111
4	4	Header	FF	11111111
	5	Header	FF	11111111
5	+		FF	11111111
6	6	Header	00	00000000
/	7	Header (CALON)	00 0D	-
8	8	EISA ID manufacturer name ("CMO")		00001101
9	9	EISA ID manufacturer name (Compressed ASCII)	AF	10101111
10	0A	ID product code (N154I6-L02)	60	01100000
11	0B	ID product code (hex LSB first; N154I6-L02)	15	00010101
12	0C	ID S/N (fixed "0")	00	00000000
13	0D	ID S/N (fixed "0")	00	00000000
14	0E	ID S/N (fixed "0")	00	00000000
15	0F	ID S/N (fixed "0")	00	00000000
16	10	Week of manufacture (fixed "00H")	28	00101000
17	11	Year of manufacture (fixed "00H")	11	00010001
18	12	EDID structure version # ("1")	01	0000001
19		EDID revision # ("3")	03	00000011
20	14	Video I/P definition ("digital")	80	10000000
21	15	Max H image size ("33cm")	21	00100001
22		Max V image size ("21cm")	15	00010101
23		Display Gamma (Gamma = "2.2")	78	01111000
24	18	Feature support ("Active off, RGB Color")	0A	00001010
25	+	Red/Green (Rx1, Rx0, Ry1, Ry0, Gx1, Gx0, Gy1, Gy0)	07	00000111
<u>26</u>	1A	Blue/White (Bx1, Bx0, By1, By0, Wx1, Wx0, Wy1, Wy0)	F5	11110101
27	+	Red-x (Rx = "0.602")	9A	10011010
28		Red-y (Ry = "0.340")	57	01010111
29	1D	Green-x (Gx = "0.306")	4E	01001110
30	1E	Green-y (Gy = "0.530")	87	10000111
31		Blue-x (Bx = "0.151")	26	00100110
32		Blue-y (By = "0.120")	1E	00011110
		,	50	01010000
33	21	White-x (Wx = "0.313")	54	01010000
34		White-y (Wy = "0.329")		-
35	23	Established timings 1	00	00000000
36	24	Established timings 2	00	00000000
37	25	Manufacturer's reserved timings	00	00000000
38	26	Standard timing ID # 1	01	0000001
39	27	Standard timing ID # 1	01	0000001





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40	28	Standard timing ID # 2	01	0000001
41	29	Standard timing ID # 2	01	0000001
42	2A	Standard timing ID # 3	01	00000001
43	2B	Standard timing ID # 3	01	0000001
44	2C	Standard timing ID # 4	01	0000001
45	2D	Standard timing ID # 4	01	0000001
46	2E	Standard timing ID # 5	01	0000001
47	2F	Standard timing ID # 5	01	0000001
48	30	Standard timing ID # 6	01	0000001
49	31	Standard timing ID # 6	01	0000001
50	32	Standard timing ID # 7	01	0000001
51	33	Standard timing ID # 7	01	00000001
52	34	Standard timing ID # 8	01	0000001
53	35	Standard timing ID # 8	01	0000001
54	36	Detailed timing description # 1 Pixel clock ("71MHz", According to VESA CVT Rev1.1)	ВС	10111100
55	37	# 1 Pixel clock (hex LSB first)	1B	00011011
56	38	# 1 H active ("1280")	00	00000000
57	39	# 1 H blank ("160")	A0	10100000
58	3A	# 1 H active : H blank ("1280 : 160")	50	01010000
59	3B	# 1 V active ("800")	20	00100000
60	3C	# 1 V blank ("23")	17	00010111
61	3D	# 1 V active : V blank ("800 :23")	30	00110000
62	3E	# 1 H sync offset ("48")	30	00110000
63	3F	# 1 H sync pulse width ("32")	20	00100000
64	40	# 1 V sync offset : V sync pulse width ("3 : 6")	36	00110110
65	41	# 1 H sync offset : H sync pulse width : V sync offset : V sync width ("48: 32 : 3 : 6")	00	00000000
66	42	# 1 H image size ("331 mm")	4B	01001011
67	43	# 1 V image size ("207 mm")	CF	11001111
68	44	# 1 H image size : V image size ("331 : 207")	10	00010000
69		# 1 H boarder ("0")	00	00000000
70	46	# 1 V boarder ("0")	00	00000000
71	47	# 1 Non-interlaced, Normal, no stereo, Separate sync, H/V pol Negatives	18	00011000
72	48	Detailed timing description # 2	00	00000000
73	49	# 2 Flag	00	00000000
74	4A	# 2 Reserved	00	00000000
75	4B	# 2 FE (hex) defines ASCII string (Model Name "N154I6-L02", ASCII)	FE	11111110
76	4C	# 2 Flag	00	00000000
77	4D	# 2 1st character of name ("N")	4E	01001110
78	4E	# 2 2nd character of name ("1")	31	00110001
79	4F	# 2 3rd character of name ("5")	35	00110101
80	50	# 2 4th character of name ("4")	34	00110100
81	51	# 2 5th character of name ("I")	49	01001001
82	52	# 2 6th character of name ("6")	36	00110110



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84 54 # 2 8th character of name ("L") 4C 01001100 85 55 # 2 9th character of name ("0") 30 00110000 86 56 # 2 9th character of name ("2") 32 001110010 87 57 # 2 New line character indicates end of ASCII string 0A 00001010 88 # 2 Padding with "Blank" character 20 00100000 89 59 # 2 Padding with "Blank" character 20 00100000 90 59 # 2 Padding with "Blank" character 20 00100000 90 59 # 2 Padding with "Blank" character 20 001000000 90 55 # 3 Flag 00 000000000 91 58 # 3 Flag 00 000000000 92 5C # 3 Reserved 00 000000000 93 5D # 3 Flag 00 000000000 94 5E # 3 Flag 00 000000000 95 5F # 3 Flag 00 00000000					
34 ± 2 8th character of name (°L") 4C 01001100 35 55 ± 2 9th character of name (°C") 30 00110000 36 56 ± 2 9th character of name (°C") 32 00110010 37 57 # 2 New line character indicates end of ASCII string 0A 00001010 38 58 # 2 Padding with "Blank" character 20 00100000 39 59 # 2 Padding with "Blank" character 20 00100000 30 5A Detailed timing description # 3 00 00000000 30 5B # 3 Flag 00 00000000 31 5B # 3 Flag 00 00000000 32 5C # 3 Reserved 00 00000000 33 5D # 3 Flag 00 00000000 34 5E # 3 Flag 00 00000000 35 5F # 3 Flag 00 00000000 36 5E # 3 Flad 00 00000000 37 <	83	53	# 2 7th character of name ("-")	2D	00101101
35 55 # 2 9th character of name ("0") 30 00110000 36 56 # 2 9th character of name ("2") 32 00110010 37 57 # 2 New line character indicates end of ASCII string 0A 00001010 38 58 # 2 Padding with "Blank" character 20 00100000 39 59 # 2 Padding with "Blank" character 20 00100000 30 50 Detailed timing description # 3 00 00000000 30 55 # 3 Flag 00 00000000 30 55 # 3 Flag 00 00000000 32 55 # 3 Flag 00 00000000 32 55 # 3 Flag 00 00000000 34 55 # 3 Flag 00 00000000 35 55 # 3 Flag 00 00000000 36 56 # 3 Flag 00 00000000 37 57 # 3 Flag 00 00000000 38 58	84			4C	01001100
86 \$6 # 2 9th character of name ("2") 32 00110010 87 \$7 # 2 New line character indicates end of ASCII string 0A 00001010 88 \$8 * 2 Padding with "Blank" character 20 00100000 89 \$9 * 2 Padding with "Blank" character 20 00100000 90 \$A Detailed timing description # 3 00 00000000 91 \$B \$3 Fiag 00 00000000 92 \$C # 3 Reserved 00 00000000 93 \$B # 3 Fiag 00 00000000 94 \$E # 3 Fiag 00 00000000 94 \$E # 3 Fiag 00 00000000 95 \$F # 3 1st character of string ("C") 43 01000011 96 \$E # 3 1st character of string ("C") 45 H F 01100111 97 \$1 \$3 2 dharacter of string ("C") 4F 01000111 98 \$2 # 3 New line character of string ("C") <td>85</td> <td>55</td> <td>·</td> <td>30</td> <td>00110000</td>	85	55	·	30	00110000
87 57 # 2 New line character indicates end of ASCII string 0A 00001010 88 58 # 2 Padding with "Blank" character 20 00100000 99 59 # 2 Padding with "Blank" character 20 00100000 90 5A Detailed timing description # 3 00 00000000 91 5B # 3 Fiag 00 00000000 25 \$C # 3 Fiag 00 00000000 25 \$C # 3 Fiag 00 00000000 33 5D # 3 Fiag 00 000000000 365 \$F # 3 1st character of string ("C") 43 110000011 36 \$F # 3 1st character of string ("C") 47 40 01001101 37 61 # 3 2nd character of string ("C") 47 40 0100101 37 81 # 3 2 hadding with "Glank" character 20 00100000 38 82 # 3 New line character indicates end of ASCII string 0A 00100000 40	86	56	· /	32	00110010
88 58 # 2 Padding with "Blank" character 20 00100000 99 59 # 2 Padding with "Blank" character 20 00100000 90 5A Detailed timing description # 3 00 00000000 91 5B # 3 Flag 00 00000000 92 5C # 3 Reserved 00 00000000 93 5D # 3 Flag 00 00000000 94 5E # 3 Flag 00 00000000 95 5F # 3 1st character of string ("C") 43 01000011 96 60 # 3 2nd character of string ("O") 4F 01001111 97 61 # 3 3rd character of string ("O") 4F 01001111 98 62 # 3 New line character indicates end of ASCII string 0A 00001010 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" cha	87	57	· /	0A	00001010
89 59 # 2 Padding with "Blank" character 20 00100000 90 5A Detailed timing description # 3 00 00000000 91 5B # 3 Flag 00 00000000 92 5C # 3 Reserved 00 00000000 93 5D # 3 FE (hex) defines ASCII string (Vendor "CMO", ASCII) FE 11111110 94 5E # 3 Fist 00 00000000 95 5F # 3 1st character of string ("C") 43 01000011 96 60 # 3 2nd character of string ("M") 4D 010011111 97 61 # 3 3 rd character of string ("O") 4F 01001111 98 62 # 3 New line character inclarets end of ASCII string 0A 00010101 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 <t< td=""><td>88</td><td>58</td><td></td><td>20</td><td>00100000</td></t<>	88	58		20	00100000
50	89	1	-	20	00100000
58	90	1		00	00000000
32 5C # 3 Reserved 00 00000000 33 5D # 3 FE (hex) defines ASCII string (Vendor "CMO", ASCII) FE 111111110 94 5E # 3 Fiag 00 000000000 95 5F # 3 Ist character of string ("C") 43 01000011 96 60 # 3 2nd character of string ("O") 4F 01001111 97 61 # 3 3 rd character of string ("O") 4F 01001111 98 62 # 3 New line character indicates end of ASCII string 0A 00001010 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 <tr< td=""><td>91</td><td>1</td><td><u> </u></td><td>00</td><td>00000000</td></tr<>	91	1	<u> </u>	00	00000000
50	92		<u> </u>	00	00000000
94 5E # 3 Flag 00 00000000 95 5F # 3 1st character of string ("C") 43 01000011 96 60 # 3 2nd character of string ("C") 4F 01001111 97 61 # 3 3rd character of string ("C") 4F 01001111 98 62 # 3 New line character indicates end of ASCII string 0A 0001010 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000	93	1		FE	11111110
95 5F # 3 1st character of string ("C") 43 01000011 96 60 # 3 2nd character of string ("M") 4D 01001101 97 61 # 3 3nd character of string ("O") 4F 01001111 98 62 # 3 New line character indicates end of ASCII string 0A 00001010 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 0010	94	1	<u> </u>	00	00000000
66 60 # 3 2nd character of string ("N") 4D 01001101 97 61 # 3 3rd character of string ("O") 4F 01001111 98 62 # 3 New line character indicates end of ASCII string 0A 00001010 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000	95			43	01000011
61 # 3 3rd character of string ("O") 4F 01001111 98 62 # 3 New line character indicates end of ASCII string 0A 00001010 99 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description #4 00 00000000 108 6D # 4 Flag 00 00000000 110 </td <td>96</td> <td></td> <td></td> <td>4D</td> <td>01001101</td>	96			4D	01001101
68 62 # 3 New line character indicates end of ASCII string 0A 00001010 89 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 108 6C Detailed timing description # 4 00 0000	97	1	<u> </u>	4F	01001111
69 63 # 3 Padding with "Blank" character 20 00100000 100 64 # 3 Padding with "Blank" character 20 00100000 101 65 # 3 Padding with "Blank" character 20 00100000 102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6 # 3 Padding with "Blank" character 20 00100000 107 6 # 3 Padding with "Blank" character 20 00100000 107 6 # 3 Padding with "Blank" character 20 00100000 108 6 C Detailed timing description # 4 00 00000000 109 6 # 4 Flag 00 00000000 110 6 # 4 Flag 00 00000000 111 6 # 4 Flag 00 00000000 111 7 # 4 Flag 00 000000000 111	98	1	• · · ·	0A	00001010
100 64 # 3 Padding with "Blank" character 20	99	1	-	20	00100000
101 65 # 3 Padding with "Blank" character 20				20	
102 66 # 3 Padding with "Blank" character 20 00100000 103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 Flag 00 00000000 112 70 # 4 Flag 00 00000000 113 71 # 4 Sth character of name ("N") 4E 01001110 114 72 # 4 Sth character of name ("1") <td></td> <td></td> <td>-</td> <td>20</td> <td></td>			-	20	
103 67 # 3 Padding with "Blank" character 20 00100000 104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 Flag 00 00000000 112 70 # 4 Flag 00 00000000 113 71 # 4 1st character of name ("N") 4E 01101110 114 72 # 4 2 2nd character of name ("1") 31 00110001 115 73 # 4 3 3rd character of name ("5") 35 00110101 116 74 # 4 4 th character of name ("4") <td></td> <td>1</td> <td>9</td> <td></td> <td></td>		1	9		
104 68 # 3 Padding with "Blank" character 20 00100000 105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 FE (hex) defines ASCII string (Model Name"N154I6-L02", ASCII) FE 11111110 112 70 # 4 Flag 00 00000000 113 71 # 4 1st character of name ("N") 4E 01001110 114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 00110110 116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("1") 49 01001001 118 76 # 4 6th character of name ("6") 36 00110110	1			20	00100000
105 69 # 3 Padding with "Blank" character 20 00100000 106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 FE (hex) defines ASCII string (Model Name"N154I6-L02", ASCII) FE 11111110 112 70 # 4 Flag 00 00000000 113 71 # 4 1st character of name ("N") 4E 01001110 114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 00110101 116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("6") 36 00110110 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("C") 2D 00101101 120 78 # 4 8th character of name ("C") 30 00110000	1	1			
106 6A # 3 Padding with "Blank" character 20 00100000 107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 FE (hex) defines ASCII string (Model Name"N154I6-L02", ASCII) FE 11111110 112 70 # 4 Flag 00 00000000 113 71 # 4 1st character of name ("N") 4E 01001110 114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 00110101 116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("6") 36 00110101 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("1") 4C 01001100 120 78 # 4 8th character of name ("0") 30 00110000			-		
107 6B # 3 Padding with "Blank" character 20 00100000 108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 FE (hex) defines ASCII string (Model Name"N154I6-L02", ASCII) FE 11111110 112 70 # 4 Flag 00 00000000 113 71 # 4 1st character of name ("N") 4E 01001110 114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 00110101 116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("6") 36 00110110 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("L") 4C 01001100 120 78 # 4 8th character of name ("0") 30 00110000 121 79 # 4 9th character of name ("2") 32 00110010		1		20	
108 6C Detailed timing description # 4 00 00000000 109 6D # 4 Flag 00 00000000 110 6E # 4 Reserved 00 00000000 111 6F # 4 Flag 00 00000000 112 70 # 4 Flag 00 00000000 113 71 # 4 1st character of name ("N") 4E 01001110 114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 0011010 116 74 # 4 4th character of name ("4") 34 0011010 117 75 # 4 5th character of name ("6") 36 00110110 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("L") 4C 01001100 120 78 # 4 8th character of name ("0") 30 00110000 121 79 # 4 9th character indicates end of ASCII string					
109 6D		1			
10	1	1			
111	1	1			
112 70					
113 71 # 4 1st character of name ("N") 4E 01001110 114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 00110101 116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("I") 49 01001001 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("-") 2D 00101101 120 78 # 4 8th character of name ("C") 30 00110000 121 79 # 4 9th character of name ("2") 32 00110010 122 7A # 4 9th character indicates end of ASCII string 0A 00001010 123 7B # 4 New line character indicates end of ASCII string 0A 00010000 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00					
114 72 # 4 2nd character of name ("1") 31 00110001 115 73 # 4 3rd character of name ("5") 35 00110101 116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("1") 49 01001001 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("-") 2D 00101101 120 78 # 4 8th character of name ("U") 4C 01001100 121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101					
115		1			
116 74 # 4 4th character of name ("4") 34 00110100 117 75 # 4 5th character of name ("I") 49 01001001 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("-") 2D 00101101 120 78 # 4 8th character of name ("L") 4C 01001100 121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101					
117 75 # 4 5th character of name ("I") 49 01001001 118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("-") 2D 00101101 120 78 # 4 8th character of name ("L") 4C 01001100 121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101	1				
118 76 # 4 6th character of name ("6") 36 00110110 119 77 # 4 7th character of name ("-") 2D 00101101 120 78 # 4 8th character of name ("L") 4C 01001100 121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			` '		
119 77 # 4 7th character of name ("-") 2D 00101101 120 78 # 4 8th character of name ("L") 4C 01001100 121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101					
120 78 # 4 8th character of name ("L") 4C 01001100 121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			` '		
121 79 # 4 9th character of name ("0") 30 00110000 122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			` ′		
122 7A # 4 9th character of name ("2") 32 00110010 123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			` '		
123 7B # 4 New line character indicates end of ASCII string 0A 00001010 124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			` '		
124 7C # 4 Padding with "Blank" character 20 00100000 125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			`		
125 7D # 4 Padding with "Blank" character 20 00100000 126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101			<u> </u>	20	00100000
126 7E Extension flag 00 00000000 127 7F Checksum 95 10010101	125	1			
127 7F Checksum 95 10010101	126	1			
	127	1		95	
	_ =-		16 / 20		





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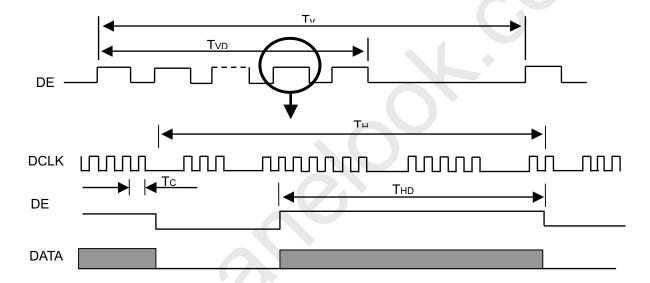
6. INTERFACE TIMING

6.1 INPUT SIGNAL TIMING SPECIFICATIONS

The input signal timing specifications are shown as the following table and timing diagram.

Signal	Item	Symbol	Min.	Тур.	Max.	Unit	Note
DCLK	Frequency	1/Tc	66	71	73	MHz	(2)
	Vertical Total Time	TV	802	823	840	H	-
	Vertical Active Display Period	TVD	800	800	800	H	-
DE	Vertical Active Blanking Period	TVB	TV-TVD	23	TV-TVD	H	
DE	Horizontal Total Time	TH	1380	1440	1450	Tc	(2)
	Horizontal Active Display Period	THD	1280	1280	1280	Tc	(2)
	Horizontal Active Blanking Period	THB	TH-THD	160	TH-THD	Tc	(2)

INPUT SIGNAL TIMING DIAGRAM

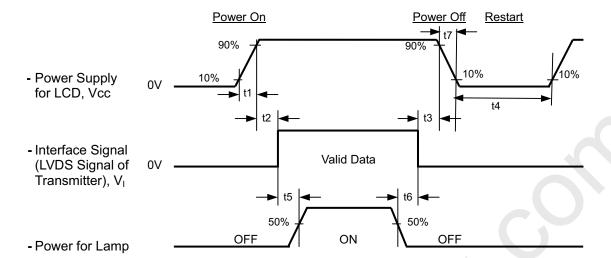




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6.2 POWER ON/OFF SEQUENCE



Timing Specifications:

0.5< t1 <= 10 msec

0 < t2 <= 50 msec

0 < t3 <= 50 msec

t4 >= 500 msec

t5 >= 200 msec

t6 >= 200 msec

- Note (1) Please follow the power on/off sequence described above. Otherwise, the LCD module might be damaged.
- Note (2) Please avoid floating state of interface signal at invalid period. When the interface signal is invalid, be sure to pull down the power supply of LCD Vcc to 0 V.
- Note (3) The Backlight converter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight converter power must be turned off before the power supply for the logic and the interface signal is invalid.
- Note (4) Sometimes some slight noise shows when LCD is turned off (even backlight is already off). To avoid this phenomenon, we suggest that the Vcc falling time is better to follow $5\text{ms} \le t7 \le 300 \text{ ms}$.





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7. OPTICAL CHARACTERISTICS

7.1 TEST CONDITIONS

Item	Symbol	Value	Unit
Ambient Temperature	Ta	25±2	°C
Ambient Humidity	На	50±10	%RH
Supply Voltage	V_{CC}	3.3	V
Input Signal	According to typical value	alue in "3. ELECTRICAL (CHARACTERISTICS"
LED Light Bar Input Current	IL	120	mA

7.2 OPTICAL SPECIFICATIONS

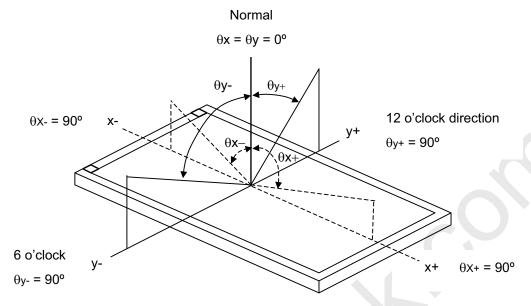
Itei	m	Symbol	Condition	Min.	Тур.	Max.	Unit	Note
Contrast Ratio		CR		300	500	_	-	(2), (5)
Doonongo Timo	ananaa Tima			ı	3	8	ms	(2)
Response Time	•	T_F		ı	5	12	ms ms cd/m ² - -	(3)
Average Luminance of White		Lave		(160)	(200)	-	cd/m ²	(4), (5)
	Red	Rx			(0.546)		-	
Color Chromaticity	Reu	Ry	θ_x =0°, θ_Y =0°		(0.355)		-	
	Green	Gx	Viewing Normal Angle		(0.347)		-	
Color	Gieeii	Gy	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	(0.563)	TYP.	-	(1)	
	Blue	Bx		-0.03	(0.157)	+0.03	-	(1)
		Ву			(0.130)		-	
	White	Wx			0.313		-	
	vviille	Wy			0.329		- (2 3 ms 2 ms - cd/m² (4 	
	Horizontal	θ_{x} +		40	45	-		
Nieurine Angle	Honzontai	θ_{x} -	OD>40	40	45	-	.	(1) (E)
Viewing Angle	Vertical	θ _Y +	UR≥10	15	20	-	Deg.	(1),(5)
	Vertical	θ _Y -		$\begin{array}{c ccccccccccccccccccccccccccccccccccc$				
White Variation	of 5 Points	δW_{5p}	$\theta_x = 0^\circ, \ \theta_Y = 0^\circ$	80	-	-	%	(5),(6)



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Note (1) Definition of Viewing Angle (θx , θy):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

Contrast Ratio (CR) = L63 / L0

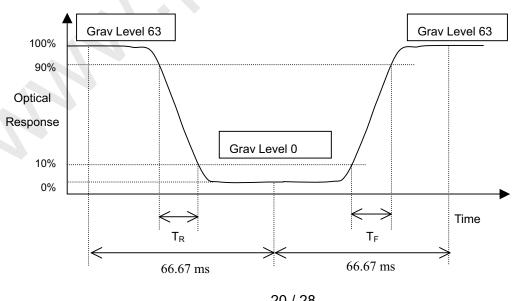
L63: Luminance of gray level 63

L 0: Luminance of gray level 0

CR = CR(1)

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time (T_R, T_F):







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Note (4) Definition of Average Luminance of White (L_{AVE}):

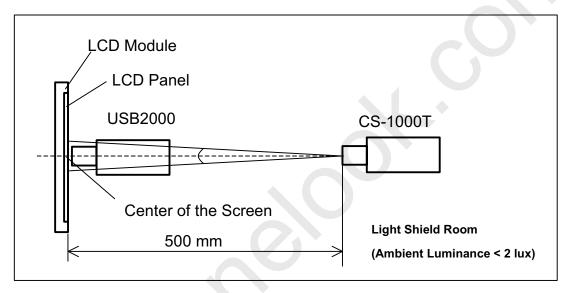
Measure the luminance of gray level 63 at 5 points

$$L_{AVE} = [L (1) + L (2) + L (3) + L (4) + L (5)] / 5$$

L (x) is corresponding to the luminance of the point X at Figure in Note (6)

Note (5) Measurement Setup:

The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.





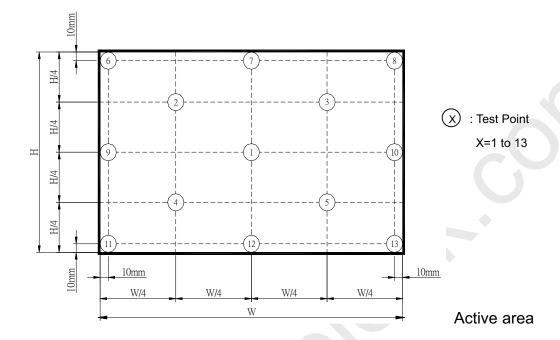
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Note (6) Definition of White Variation (δW):

Measure the luminance of gray level 63 at 5 points

 $\delta W_{5p} = \text{Minimum} \left[\text{L} \left(1 \right) + \text{L} \left(2 \right) + \text{L} \left(3 \right) + \text{L} \left(4 \right) + \text{L} \left(5 \right) \right] / \\ \text{Maximum} \left[\text{L} \left(1 \right) + \text{L} \left(2 \right) + \text{L} \left(3 \right) + \text{L} \left(4 \right) + \text{L} \left(5 \right) \right]$







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8. PRECAUTIONS

8.1 HANDLING PRECAUTIONS

- (1) The module should be assembled into the system firmly by using every mounting hole. Be careful not to twist or bend the module.
- (2) While assembling or installing modules, it can only be in the clean area. The dust and oil may cause electrical short or damage the polarizer.
- (3) Use fingerstalls or soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (4) Do not press or scratch the surface harder than a HB pencil lead on the panel because the polarizer is very soft and easily scratched.
- (5) If the surface of the polarizer is dirty, please clean it by some absorbent cotton or soft cloth. Do not use Ketone type materials (ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride. It might permanently damage the polarizer due to chemical reaction.
- (6) Wipe off water droplets or oil immediately. Staining and discoloration may occur if they left on panel for a long time.
- (7) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contacting with hands, legs or clothes, it must be washed away thoroughly with soap.
- (8) Protect the module from static electricity, it may cause damage to the C-MOS Gate Array IC.
- (9) Do not disassemble the module.
- (10) Do not pull or fold the lamp wire.
- (11) Pins of I/F connector should not be touched directly with bare hands.

8.2 STORAGE PRECAUTIONS

- (1) High temperature or humidity may reduce the performance of module. Please store LCD module within the specified storage conditions.
- (2) It is dangerous that moisture come into or contacted the LCD module, because the moisture may damage LCD module when it is operating.
- (3) It may reduce the display quality if the ambient temperature is lower than 10 °C. For example, the response time will become slowly, and the starting voltage of lamp will be higher than the room temperature.

8.3 OPERATION PRECAUTIONS

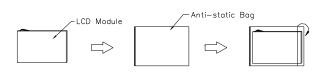
- (1) Do not pull the I/F connector in or out while the module is operating.
- (2) Always follow the correct power on/off sequence when LCD module is connecting and operating. This can prevent the CMOS LSI chips from damage during latch-up.
- (3) The startup voltage of Backlight is approximately 1000 Volts. It may cause electrical shock while assembling with converter. Do not disassemble the module or insert anything into the Backlight unit.



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9. PACKING 9.1 CARTON



Box Dimensions : 435(L)*350(W)*325(H)Weight: Approx. 11kg(20 module .per. 1 box)

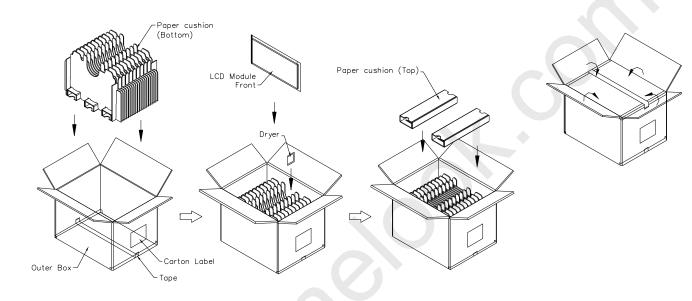


Figure. 10-1 Packing method



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9.2 PALLET

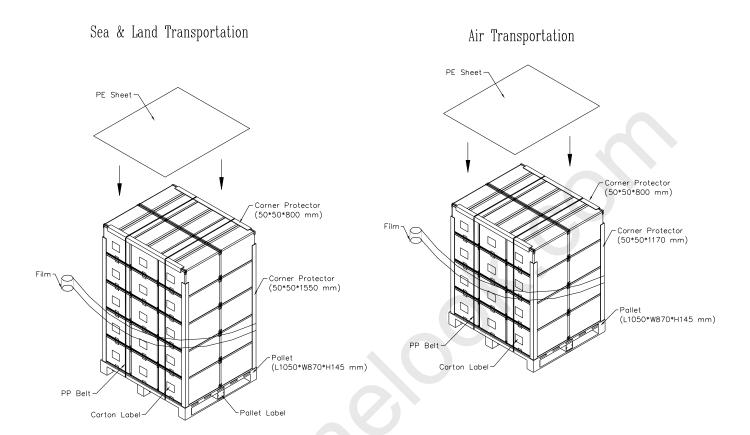


Figure. 10-2 Packing method



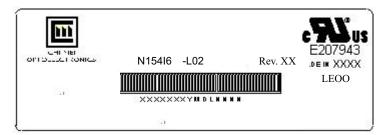
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10. DEFINITION OF LABELS

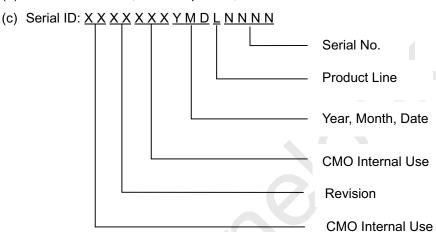
10.1 CMO MODULE LABEL

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



(a) Model Name: N154I6 - L02

(b) Revision: Rev. XX, for example: C1, C2 ...etc.



Serial ID includes the information as below:

(a) Manufactured Date: Year: 1~9, for 2001~2009

Month: 1~9, A~C, for Jan. ~ Dec.

Day: 1~9, A~Y, for 1st to 31st, exclude I, O and U

(b) Revision Code: cover all the change

(c) Serial No.: Manufacturing sequence of product

(d) Product Line: 1 -> Line1, 2 -> Line 2, ...etc.



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10.2 CARTON LABEL

CHI MEI OPTDELECTRONICS		
PO.NO		
Part ID.		
Model Name		
Carton ID.	Quantities	
	Made in XXXX ROHS	

